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[54] METHOD FOR EDITING A GRAPHIC OBJECT IN AN INTERACTIVE DRAW **GRAPHIC SYSTEM**

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[57] ABSTRACT

A method for editing graphic objects in an interactive draw graphic system, in which the operator is allowed to select one of two editing modes which results in a graphic object being either redefined or remaining as is when a graphical editing action is applied only to a portion (sub-object) of the object. In the REDEFINE mode, the graphic editing action e.g., stretch, shrink, scale down, rotate, etc., applied to a sub-object results in the line segments of the object that are attched to the ends of the sub-object to be redrawn or "rubberbanded" as the sub-object is edited (moved). In the AS-IS mode only the sub-object is affected by the graphic editing action and the rest of the object is not altered.

7 Claims, 18 Drawing Figures

